

A3 Texture unit 500 outputs filtered texture values to the Texture Environment Unit 600 for texture environment processing (600a). Texture environment unit 600 blends polygon and texture color/alpha/depth, and can also perform texture fog processing (600b) to achieve inverse range based fog effects. Texture environment unit 600 can provide multiple stages to perform a variety of other interesting environment-related functions based for example on color/alpha modulation, embossing, detail texturing, texture swapping, clamping, and depth blending. Texture environment unit 600 can also combine (e.g., subtract) textures in hardware in one pass. For more details concerning the texture environment unit 600, see commonly assigned application serial no. 09/722,367 entitled "Recirculating Shade Tree Blender for a Graphics System" and its corresponding provisional application, serial no. 60/226,888, filed August 23, 2000, both of which are incorporated herein by reference.

#### **REMARKS**

This Amendment is made to add appropriate serial number references in the specification and to delete a reference to a co-pending case.


Applicant respectfully submits that the deleted reference is not needed to support the pending claims. Specifically, the case referred to by this reference relates to "External Interfaces For A 3D Graphics and Audio Processor." The pending claims are fully supported without any reference to this application. The specification fully complies with 35 USC 112 without the inclusion of a reference to this co-pending application.

Should the Examiner have any questions regarding this Amendment or any other aspect of this case, the Examiner is invited to call the undersigned attorney at the phone number below.

Attached hereto is a marked-up version of the changes made to the specification and claims by the current amendment. The attached page is captioned "**Version With Markings To Show Changes Made.**"

Respectfully submitted,

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**VERSION WITH MARKINGS TO SHOW CHANGES MADE**

**IN THE SPECIFICATION**

The paragraph beginning at page 1, line 8:

This application is also related to the following commonly assigned co-pending applications identified below ~~(by title and serial number or attorney docket number)~~, which focus on various aspects of the graphics system described herein. Each of the following applications are incorporated herein by reference:

- provisional Application No. 60/161,915, filed October 28, 1999 and its corresponding utility Application No. 09/465,754, filed December 17, 1999, both entitled "Vertex Cache For 3D Computer Graphics";
- provisional Application No. 60/226,912, filed August 23, 2000 and its corresponding utility Application No. 09/726,215, filed November 28, 2000 ~~(att. dkt. no. 723-959)~~, both entitled "Method and Apparatus for Buffering Graphics Data in a Graphics System";
- provisional Application No. 60/226,889, filed August 23, 2000 and its corresponding utility Application No. 09/722,419, filed November 28, 2000 ~~(att. dkt. no. 723-958)~~, both entitled "Graphics Pipeline Token Synchronization";
- provisional Application No. 60/226,891, filed August 23, 2000 and its corresponding utility Application No. 09/722,382, filed November 28, 2000 ~~(att. dkt. no. 723-961)~~, both entitled "Method And Apparatus For -Direct and Indirect Texture Processing In A Graphics System";

- provisional Application No. 60/226,888, filed August 23, 2000 and its corresponding utility Application No. 09/722,367, filed November 28, 2000 (~~atty. dkt. no. 723-968~~), both entitled "Recirculating Shade Tree Blender For A Graphics System";
- provisional Application No. 60/226,893, filed August 23, 2000 and its corresponding utility Application No. 09/722,381 filed November 28, 2000 (~~atty. dkt. no. 723-962~~), both entitled "Method And Apparatus For Environment-Mapped Bump-Mapping In A Graphics System";
- provisional Application No. 60/227,007, filed August 23, 2000 and its corresponding utility Application No. 09/726,216, filed November 28, 2000 (~~atty. dkt. no. 723-967~~), both entitled "Achromatic Lighting in a Graphics System and Method";
- provisional Application No. 60/226,900, filed August 23, 2000 and its corresponding utility Application No. 09/726,226, filed November 28, 2000 (~~atty. dkt. no. 723-964~~), both entitled "Method And Apparatus For Anti-Aliasing In A Graphics System";
- provisional Application No. 60/226,910, filed August 23, 2000 and its corresponding utility Application No. 09/722,380, filed November 28, 2000 (~~atty. dkt. no. 723-957~~), both entitled "Graphics System With Embedded Frame Buffer Having Reconfigurable Pixel Formats";

- utility Application No. 09/585,329, filed June 2, 2000, entitled "Variable Bit Field Color Encoding" (~~atty. dkt. no. 723-749~~);
- provisional Application No. 60/226,890, filed August 23, 2000 and its corresponding utility Application No. 09/726,227, filed November 28, 2000 (~~atty. dkt. no. 723-956~~), both entitled "Method And Apparatus For Dynamically Reconfiguring The Order Of Hidden Surface Processing Based On Rendering Mode";
- provisional Application No. 60/226,915, filed August 23, 2000 and its corresponding utility Application No. 09/726,212 filed November 28, 2000 (~~atty. dkt. no. 723-973~~), both entitled "Method And Apparatus For Providing Non-Photorealistic Cartoon Outlining Within A Graphics System";
- provisional Application No. 60/227,032, filed August 23, 2000 and its corresponding utility Application No. 09/726,225, filed November 28, 2000, (~~atty. dkt. no. 723-954~~), both entitled "Method And Apparatus For Providing Improved Fog Effects In A Graphics System";
- provisional Application No. 60/226,885, filed August 23, 2000 and its corresponding utility Application No. 09/722,664, filed November 28, 2000, (~~atty. dkt. no. 723-969~~), both entitled "Controller Interface For A Graphics System";
- provisional Application No. 60/227,033, filed August 23, 2000 and its corresponding utility Application No. 09/726,221, filed November 28, 2000 (~~atty. dkt. no. 723-955~~), both entitled "Method And Apparatus For Texture Tiling In A Graphics System";

- provisional Application No. 60/226,899, filed August 23, 2000 and its corresponding utility Application No. 09/722,667, filed November 28, 2000 (~~atty. dkt. no. 723-971~~), both entitled "Method And Apparatus For Pre-Caching Data In Audio Memory";
- provisional Application No. 60/226,913, filed August 23, 2000 and its corresponding utility Application No. 09/722,378, filed November 28, 2000 (~~atty. dkt. no. 723-965~~), both entitled "Z-Texturing";
- provisional Application No. 60/227,031, filed August 23, 2000 entitled "Application Program Interface for a Graphics System" (~~atty. dkt. no. 723-880~~),
- provisional Application No. 60/227,030, filed August 23, 2000 and its corresponding utility Application No. 09/722,663, filed November 28, 2000 (~~atty. dkt. no. 723-963~~), both entitled "Graphics System With Copy Out Conversions Between Embedded Frame Buffer And Main Memory";
- provisional Application No. 60/226,886, filed August 23, 2000 and its corresponding utility Application No. 09/722,665, filed November 28, 2000 (~~atty. dkt. no. 723-970~~), both entitled "Method and Apparatus for Accessing Shared Resources";
- ~~provisional Application No. 60/226,884, filed August 23, 2000 and its corresponding utility Application No. \_\_\_\_\_, filed \_\_\_\_\_ (atty. dkt. no. 723-972), both entitled "External Interfaces For A 3D Graphics and Audio Coprocessor";~~

- provisional Application No. 60/226,894, filed August 23, 2000 and its corresponding utility Application No. 09/726,220, filed November 28, 2000 (~~atty. dkt. no. 723-974~~), both entitled "Graphics Processing System With Enhanced Memory Controller";
- provisional Application No. 60/226,914, filed August 23, 2000 and its corresponding utility Application No. 09/722,390, filed November 28, 2000, (~~atty. dkt. no. 723-966~~), both entitled " Low Cost Graphics System With Stitching Hardware Support For Skeletal Animation", and
- provisional Application No. 60/227,006, filed August 23, 2000 and its corresponding utility Application No. 09/722,421, filed November 28, 2000 (~~atty. dkt. no. 723-953~~), both entitled " Shadow Mapping In A Low Cost Graphics System".

The paragraph beginning at page 19, line 23:

Texture unit 500 performs texture processing using both regular (non-indirect) and indirect texture lookup operations. A more detailed description of the example graphics pipeline circuitry and procedures for performing regular and indirect texture look-up operations is disclosed in commonly assigned co-pending patent application, Ser. No. 09/722,382, entitled "Method And Apparatus For Direct And Indirect Texture Processing In A Graphics System" (~~attorney docket no. 723-961~~) and its corresponding provisional application, serial no. 60/226,891, filed August 23, 2000, both of which are incorporated herein by reference.

The paragraph beginning at page 20, line 6:

Texture unit 500 outputs filtered texture values to the Texture Environment Unit 600 for texture environment processing (600a). Texture environment unit 600 blends polygon and texture color/alpha/depth, and can also perform texture fog processing (600b) to achieve inverse range based fog effects. Texture environment unit 600 can provide multiple stages to perform a variety of other interesting environment-related functions based for example on color/alpha modulation, embossing, detail texturing, texture swapping, clamping, and depth blending. Texture environment unit 600 can also combine (e.g., subtract) textures in hardware in one pass. For more details concerning the texture environment unit 600, see commonly assigned application serial no.

09/722,367 entitled "Recirculating Shade Tree Blender for a Graphics System" (~~attorney docket no. 723-968~~) and its corresponding provisional application, serial no. 60/226,888, filed August 23, 2000, both of which are incorporated herein by reference.